

TABLE OF CONTENTS

1. INTRODUCTION & OVERVIEW

2. DECK CONSTRUCTION

CARD TYPES

3. BOARD LAYOUT

ZONES AND SETUP

4. PHASES OF A TURN

RESUPPLY

MAIN

CONQUEST

CLEANUP

6. GLOSSARY OF TERMS

INTRODUCTION & OVERVIEW

Pony Wars is a high-pressure strategy CCG focused on logistics and bluffing.

Players recruit Units, cast Spells, and use Tactics to create an army and destroy the opposing Kingdom.

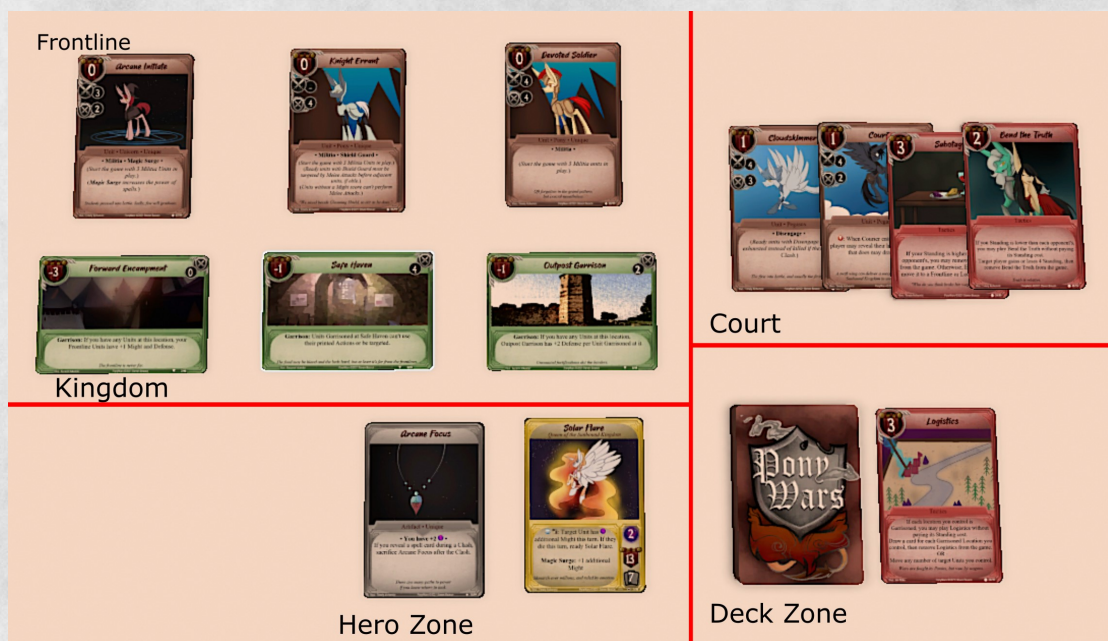
BOARD LAYOUT

3 FRONTLINE SPACES IN FRONT.

3 KINGDOM SPACES BEHIND THE FRONTLINE. EMPTY KINGDOM SPACES ARE TREATED AS ADDITIONAL FRONTLINE SPACES.

COURT TO THE SIDE OF THE KINGDOM AND FRONTLINE

HERO ZONE, WHICH HOLDS YOUR HERO AND UP TO 1 ARTIFACT CARD.



CARD TYPES & DECK CONSTRUCTION

1 HERO, PLACED IN THE HERO ZONE AT THE START OF THE GAME.

Name

Solar Flare
Queen of the Sunbound Kingdom

Gametext

∞: Target Unit has additional Might this turn. If they die this turn, ready Solar Flare.

Magic Surge: +1 additional Might

Monarch over millions, and ruled by emotion.

2

Magic

13

Standing
per turn

7

Hand Size

Illus.: Timely Alchemist

PonyWars ©2021 Steven Beason

★ 1/99



3 LOCATIONS, PLACED IN KINGDOM SPACES AT THE START OF THE GAME.



3 MILITIA, WHICH MUST START IN PLAY IN LOCATION OR FRONTLINE SPACES.

Your deck can contain more militia, but you start the game with 3 in play.



The image shows a game card for 'Devoted Soldier'. The card features a pony character in Roman-style armor. Red boxes and lines highlight specific parts of the card:

- Cost:** A red box highlights the number '0' in a bomb icon.
- Name:** A red box highlights the text 'Devoted Soldier'.
- Offense & Defense:** A red box highlights two circular icons, each containing the number '4'.
- Typeline:** A red box highlights the text 'Unit • Pony • Unique'.
- Keywords:** A red box highlights the text '• Militia •'.
- Gametext:** A large red box highlights the text '(Start the game with 3 Militia units in play.)' and the quote 'Oft forgotten in the grand pattern, but crucial nonetheless.'

At the bottom of the card, the following text is visible:

- Illus.: Timely Alchemist
- PonyWars ©2021 Steven Beason
- 85/99

FOR EVERY 20 CARDS IN YOUR DECK, 1 OF THEM MAY BE EPIC.

Cost	6	Lady Sky <i>Visionary Visitor</i>
Name	-	
Offense & Defense	1	
Typeline	Unit • Alicorn • Epic	
Keywords	• Courtier • Foresight 3 •	
Gametext	<i>(Courtiers are not discarded from your Court at the end of the turn.)</i> ★/🐾: Collect a card from your deck. If Lady Sky is in your Court, sacrifice them. <i>"You are twenty-three minutes late. What kept you? Nevermind, don't explain, just do your job."</i>	
Illus.: Timely Alchemist PonyWars ©2021 Steven Beason ★ 97/99		



UP TO 3 OF ANY OTHER CARDS.

Name

Arcane Focus

Typeline

Artifact • Unique

Gametext

• You have +2  •

If you reveal a spell card during a Clash,
sacrifice Arcane Focus after the Clash.

*There are many paths to power
if you know where to look.*

Illus.: Timely Alchemist

PonyWars ©2021 Steven Beason

★ 16/99



Cost

2

Bend the Truth

Name



Typeline

Tactics

Gametext

If your Standing is lower than each opponent's,
you may play Bend the Truth without paying
its Standing cost.

Target player gains or loses 4 Standing, then
remove Bend the Truth from the game.

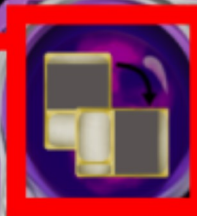
Truth is relative

Illus.: Timely Alchemist

PonyWars ©2021 Steven Beason

● 40/99

Exhaust Hero
Symbol



Usually part of the cost
of a spell, but not always



Name

Divination



Typeline

Spell • Ephemeral

Gametext

Draw 🌀 cards.
Your maximum hand size is 🌀 until the
end of turn.
Magic Surge: +1 🌀

Srying is all about knowing where not to look.

Illus.: Timely Alchemist

PonyWars ©2021 Steven Beason

● 29/99

THERE IS NO UPPER LIMIT TO THE NUMBER OF CARDS YOU MAY HAVE IN YOUR DECK, BUT THE MINIMUM DECKSIZE IS 7 (1 HERO, 3 LOCATIONS, 3 MILITIA).

Technically the upper limit would be 1 Hero, 3 Locations, 1 of each Epic card, and 3 of every other card, but it wouldn't make a very good deck.

PHASES OF A TURN

RESUPPLY PHASE

- 1) Gain Standing equal to your Charisma, minus the upkeep cost of your Locations.
- 2) The player with the highest standing becomes the Active player.

In the event of a tie, each player reveals cards from the top of their deck until one player reveals a card with a higher Cost than the others. That player becomes the Active Player, and the revealed cards are put into the Court.

- 3) Each player draws up to their maximum hand size (Listed on their hero card)
- 4) Each player with Foresight may choose to draw that many additional cards.
- 5) Ready all exhausted cards.

Anytime you have more cards in your hand than your maximum hand size. You must discard down to your maximum hand size after the effect that drew the cards resolves.

MAIN PHASE

The Active Player may perform any one of the choices listed below. Once they do, the next player becomes the Active Player. This continues until all players use the "Pass" action in succession, ending the Main Phase.

1. PLAY A CARD:

- 1) Play a Unit from your Hand/Court by paying its Standing cost. Units can be played to either an empty Frontline space or to a Location.

Units that are in Locations are "Garrisoned" there, activating the Garrison ability printed on the Location. While Garrisoned, they are safe from Melee combat but don't contribute to your army's power during the Conquest phase.

- 2) Play a Tactics card from your Hand/Court by paying its Standing cost. After the effects of a Tactics card resolve, move it to the Discard Pile.

Some tactics cards (called Orders) have a longer duration. They are discarded at the end of the Duration listed in the card's text.

- 3) Play a Spell card from your Hand. Generally, spells require exhausting your hero as a cost. After the effects of a Spell card resolve, move it to the Discard Pile.

- 4) Play an Artifact card from your Hand/Court to the Hero Zone. By default, Artifacts have no cost, but you may only have 1 Artifact in play and playing a second Artifact destroys the old one.

2. COMMAND A UNIT (CHOOSE 1):

- 1) If this Unit is ready, Make a Melee Attack.
- 2) If this Unit is ready, Move it to your Frontline (if there is space) or to a Location you control.

3. USE AN ACTION PRINTED ON A CARD YOU CONTROL

4. PASS (CHOOSE 1):

- 1) Gain 1 Standing
- 2) Spend 1 Standing to Draw a card
- 3) Put a card into the Court.

The most valuable skill in Pony Wars is knowing when to push an advantage, and when to cut your losses. When you are winning, use Pass aggressively to generate resources. When you are losing, know when to Pass to minimize the damage.

CONQUEST PHASE

Starting with the Active Player, each player may target an enemy Location.

Clash. Each player adds the Might of their Frontline units and the Defence of the location they are defending to the Clash. If you win the Clash, destroy the targeted enemy Location. If you tie, both locations are destroyed.

When a player loses a Location, the Kingdom space it was on becomes a Frontline space, allowing them to field additional Units.

A player with no Locations loses the game.

CLEANUP PHASE

Discard any non-courtier cards left in the Court. "Until end of turn" effects end.

GLOSSARY OF TERMS

ACTION

Actions printed on cards come in four types:

ACTION:

Marked with a Star, Actions are usable when the card is in play (not in the hand or court) and you are the active player. Unless otherwise specified, actions are limited to once per turn.

UNLIMITED:

Marked with an Infinity, Unlimited Actions are usable any number of times per turn, but otherwise follow all the normal rules of an action.

REACTION:

Marked with a Lightning Bolt, Reactions may be activated whenever their conditions have been met, even if you aren't the active player.

COURT:

Marked with a Gavel, Court actions can be used from the court. If the action has the React symbol as well, it's a React usable from the court.

ATTACK

There are two types of attack, Melee and Ranged. Ready units on the Frontline can make melee attacks targeting any enemy Frontline character, while ranged attacks can target enemies on the Frontline or in Locations.

MELEE ATTACK RULES

- Revealing a Clash card is optional.
- The Attacker adds their Might and Clash card.
- The Target adds their Defence and Clash card.

WIN: DEFENDER DIES.

LOSE: ATTACKER DIES.

TIE: BOTH DIE.

RANGED ATTACK

- The Attacker receives NO bonuses to the Clash. The Total Power of the attack is listed as part of the effect.
- The Target adds their Defence and Clash card to the Clash.

WIN: DEFENDER DIES.

LOSE: NO EFFECT.

TIE: DEFENDER DIES.

CLASH

Starting with the Active Player, each player involved in the clash may reveal a card from their hand and add the Cost of that card to their total Power for the clash. Cards revealed this way are placed into the Court, where they are playable until being discarded at the end of each turn. Other cards can add to the Power of a clash, such as the Might or Defence of a Unit during an Attack. The highest total value wins the clash.

Some Clashes may ask for a card from a different zone (such as the top of your deck) or require a card to be submitted instead of the card being optional.

The Clash value of a Spell card is equal to your Magic.

COLLECT

To Collect a card, search the named zone for a card that matches the description of the card being collected and reveal it, then put it into your hand. If the searched zone was a deck, shuffle it.

COST

The Cost of a card is the number printed in the top left of the card and is both used to pay for the card and as a bonus when Clashing.

DEFENCE

Units targeted by attacks add their Defence score to the Clash.

Locations targeted during the Conquest phase add their Defence score to the Clash.

DIES

A Unit is considered to have "Died" if they are sent to the Graveyard from either the Frontline or Kingdom zones.

DISCARD/SACRIFICE

To discard or sacrifice a card, move it to the Graveyard from its current zone.

Cards the Hand and Deck are Discarded.
Cards in the Frontline, Kingdom, and Court are Sacrificed.

GARRISON

A Location is considered Garrisoned as long as it contains at least one Unit.

LOCATION

Locations are spaces where you can play and store an unlimited number of Units without putting them on the Frontline. Units at a location do not contribute Might to the Conquest phase, but they do activate the Garrison ability of that Location.

When a Location is destroyed, the space it occupied becomes a Frontline space, giving you the ability to field more Units on your Frontline.

MIGHT

Most Units have a Might score, which is denoted by a Crossed Swords symbol.

When making a Melee Attack, add the Attacker's Might score to the Clash.

During the Conquest phase, players add the Might score of all their Frontline Units to the Clash.

Some Units have no Might score. This is denoted by a “-” instead of a number. Units with no Might score can't make Melee Attacks or receive any bonuses to Might.

POWER

The combined value of all all numbers added to each side of a Clash is called the Power.

When a card sets a “Total” Power, use that number, excluding all modifiers.

RESURRECT

To resurrect a Unit, return it from the Graveyard to the Frontline.

You may not resurrect a Unit if there is no available space for it on the Frontline.

KEYWORD

Keywords are beneficial abilities a card passively provides and are only active while a card is Garrisoned or on the Frontline.

MAGIC SURGE

Each Ready Card with Magic Surge triggers the Magic Surge effect on your Spell cards.

FORESIGHT

Ready Cards with Foresight allow you to draw that many additional cards during the Resupply phase.

DISENGAGE

Ready Units with Disengage are exhausted instead of being killed during a Melee Attack.

EVASIVE

Ready Units with Evasive cannot be targeted by Melee Attacks.

SHIELD GUARD

Ready Units with Shield Guard must be targeted by Melee Attacks before adjacent units, if able.

TRAIT

Traits change how the rules of the game apply to a card and are inherent to the card.

COURTIER

Courtier Units are not discarded from the Court at the end of the turn.

UNIQUE

If you have a Unique card in play, you may not Play another card with the same name as that card.

EPIC

This is a deckbuilding restriction. You may not have more than one of a given card with Epic in your deck.

EPHEMERAL

Ephemeral cards are discarded if they would enter the court.

